

AMENDMENTS TO THE CLAIMS

- 1 NO X*
1. (currently amended) A gaming machine having comprising a display means and a game control means arranged to control images displayed on the display means, the game control means being arranged to play an underlying game wherein one or more random events are caused to be displayed on the display means and, if a predefined winning event occurs, the machine awards a prize, the gaming machine being characterised in that wherein on the occurrence of a predefined triggering event, the player is offered a choice of two or more different prize sets, each set containing a plurality of prize outcomes, from which prize sets a prize is to be drawn and awarded to the player, typically by a random process, wherein the prize is drawn from the prize set or sets selected by the player and wherein the prize outcomes are independent of any prize awarded in the underlying game on the occurrence of the predefined triggering event and wherein at least one of the prize sets displays at least two different winning outcomes.
 2. (original) A gaming machine as claimed in claim 1 wherein one prize set contains one or more prize outcomes which may be identical to prize outcomes in a different prize set.
 3. (original) A gaming machine as claimed in claim 1 or claim 2 wherein one prize set contains one or more prize outcomes which are identical to one or more other prize outcomes in that one prize set.
 4. (original) A gaming machine as claimed in claim 1 wherein one or more of the prize sets includes non winning prize outcomes.
 5. (original) A gaming machine as claimed in claim 4 wherein including the non winning prize outcomes, each prize set has the same number of potential outcomes.
 6. (currently amended) A gaming machine as claimed in claim 1 wherein the game feature is triggered by the predefined triggering event is an occurrence of a special combination during the base underlying game.
 7. (currently amended) A gaming machine as claimed in claims 1 wherein the game feature predefined triggering event is triggered at random.

8. (currently amended) A gaming machine as claimed in claim 1 wherein the underlying game is selected from the group including consisting of a spinning reel game, a card game, keno, bingo, and pachinko.
9. (original) A gaming machine as claimed in claim 1 wherein the sets of prizes are presented on segments of wheels that can spin or simulate spinning before stopping randomly on a segment which defines the prize outcome won by the player.
10. (currently amended) A gaming machine as claimed in claim 1 wherein the sets of prizes are presented on the faces of three dimensional objects or simulations thereof defining faces which the sets of prizes being presented on the faces of those objects are arranged to spin or turn or simulate spinning or turning before stopping to show or indicate a face of the object which defines the prize won by the player.
11. (currently amended) A gaming machine as claimed in claim 10 wherein the three dimensional objects is a die or simulations thereof are dice.
12. (original) A gaming machine as claimed in claim 1 wherein each prize set is presented differently.
13. (original) A gaming machine as claimed in claim 1 wherein the sets of prizes are presented on representations of board games with the player choosing which board they wish to play and wherein a random selection indicates the number of squares around the selected board that the player will move with the square on which the player lands being the square that defines the prize outcome.
14. (currently amended) A gaming machine having comprising a display means and a game control means arranged to control images displayed on the display means, the game control means being arranged to play an underlying game wherein one or more random events are caused to be displayed on the display means and, if a predefined winning event occurs, the machine awards a prize, the gaming machine being characterised in that wherein on the occurrence of a predefined triggering event, the player is offered a choice of two or more different prize sets, each set containing a plurality of prize outcomes, one or more of the prize sets including non winning prize outcomes, and wherein including the non winning prize outcomes, each prize set has the same number of potential outcomes, from which prize sets a

prize is to be drawn and awarded to the player, typically by a random process, the sets of prizes being presented on segments of wheels that can spin or simulate spinning before stopping randomly on a segment, wherein the prize is drawn from the wheel selected by the player and wherein the prize outcomes are independent of any prize awarded in the underlying game on the occurrence of the predefined triggering event and wherein at least one of the prize sets displays two different winning outcomes.

15. (original) A gaming machine as claimed in claim 14 wherein one prize set contains one or more prize outcomes which may be identical to prize outcomes in a different prize set.
16. (original) A gaming machine as claimed in claim 14 or claim 15 wherein one prize set contains one or more prize outcomes which are identical to one or more other prize outcomes in that one prize set.
17. (currently amended) A gaming machine having comprising a display means and a game control means arranged to control images displayed on the display means, the game control means being arranged to play an underlying game wherein one or more random events are caused to be displayed on the display means and, if a predefined winning event occurs, the machine awards a prize, the gaming machine being characterised in that wherein on the occurrence of a predefined triggering event, the player is offered a choice of two or more different prize sets, each set containing a plurality of prize outcomes, and wherein each prize set has the same number of potential outcomes from which prize sets a prize is to be drawn and awarded to the player, typically by a random process, wherein the prize is drawn from the prize set or sets selected by the player and wherein the prize outcomes are independent of any prize awarded in the underlying game on the occurrence of the predefined triggering event.
18. (currently amended) A gaming machine as claimed in claim 17 wherein the three dimensional object is a die. prize outcomes are displayed on two or more three dimensional objects, or simulations thereof, each three dimensional object or simulation thereof defining faces, with the prize outcomes being presented on the faces of the three dimensional objects.